

L Number	Hits	Search Text	DB	Time stamp
2	1687	(463/1,40-42).CCLS.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/21 16:33
3	1216	((434/247-254,257) or (473/219,221)).CCLS.	USPAT; US-PGPUB; EPO; DERWENT	2004/09/21 16:33
4	1249	(463/30,31,43,44).CCLS.	USPAT; US-PGPUB; EPO; DERWENT	2004/09/21 16:33
5	2	("6179713").PN.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/21 16:33
6	568	((463/1,40-42).CCLS.) or ((434/247-254,257) or (473/219,221)).CCLS.) or ((463/30,31,43,44).CCLS.) and @pd>=20031121	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/21 16:37
7	170	((463/1,40-42).CCLS.) or ((434/247-254,257) or (473/219,221)).CCLS.) or ((463/30,31,43,44).CCLS.) and @pd>=20031121 and (network or internet or WAN or LAN or online)	USPAT; EPO; DERWENT	2004/09/21 16:41
8	96	((463/1,40-42).CCLS.) or ((434/247-254,257) or (473/219,221)).CCLS.) or ((463/30,31,43,44).CCLS.) and ((transmit\$4 or transmission or reception or reciev\$4) with (delay or latency))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/21 17:34
9	11	((463/1,40-42).CCLS.) or ((434/247-254,257) or (473/219,221)).CCLS.) or ((463/30,31,43,44).CCLS.) and @pd>=20031121 and (network or internet or WAN or LAN or online) and replay\$3	USPAT; EPO; DERWENT	2004/09/21 16:42
10	79	((463/1,40-42).CCLS.) or ((434/247-254,257) or (473/219,221)).CCLS.) or ((463/30,31,43,44).CCLS.) and ((transmit\$4 or transmission or reception or reciev\$4) with (delay or latency)) and (network or internet or WAN or LAN or online)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/21 17:35
11	2	("6287202").PN.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/21 18:14
-	44	((463/1,40-42).CCLS.) and ((auto or automobile or car) adj race)	USPAT; US-PGPUB; EPO; DERWENT	2003/02/12 09:43
-	37	463/\$.ccls. and (horse adj1 (race or racing)) and (off adj1 track)	USPAT; US-PGPUB; EPO; DERWENT	2003/02/12 10:33
-	12	463/\$.ccls. and (game near (email or (e adj1 mail)))	USPAT; US-PGPUB; EPO; DERWENT	2003/02/12 10:35
-	2	463/\$.ccls. and (play near (email or (e adj1 mail)))	USPAT; US-PGPUB; EPO; DERWENT	2003/02/12 11:09
-	49	((434/247-254,257) or (473/219,221)).CCLS.) and (camera and image or picture or video) and (network or internet or server)	USPAT; US-PGPUB; EPO; DERWENT	2003/02/12 13:47

-	138	game and ((high adj1 score) or ranking) near (display or indicator or list or table)	USPAT; US-PGPUB; EPO; DERWENT	2003/02/12 13:49
-	2	463/\$.ccls. and sidley.in.	USPAT; US-PGPUB; EPO; DERWENT	2003/02/12 14:48
-	3	("4570930" "4572509" "5558339").PN.	USPAT	2003/02/12 14:43
-	1	463/\$.ccls. and (metal adj1 detector)	USPAT; US-PGPUB; EPO; DERWENT	2003/02/12 14:49
-	0	463/\$.ccls. and (hot with cold)	EPO; DERWENT	2003/02/12 14:49
-	0	463/\$.ccls. and (warmer with colder)	EPO; DERWENT	2003/02/12 14:49
-	0	463/\$.ccls. and (warmer same colder)	EPO; DERWENT	2003/02/12 14:49
-	0	463/\$.ccls. and (hot same cold)	EPO; DERWENT	2003/02/12 14:50
-	0	((slot or fruit or poker or (coin adj freed)) adj (device or game or unit)) and (hot same cold) and (payout or award or reward or payoff)	EPO; DERWENT	2003/02/12 14:51
-	0	((slot or fruit or poker or (coin adj freed)) adj (device or game or unit)) and (warmer adj colder) and (payout or award or reward or payoff)	EPO; DERWENT	2003/02/12 14:57
-	0	((slot or fruit or poker or (coin adj freed)) adj (device or game or unit)) and (warmer adj colder) and (payout or award or reward or payoff)	USPAT; EPO; DERWENT	2003/02/12 14:57
-	26	((slot or fruit or poker or (coin adj freed)) adj (device or game or unit)) and (hot or cold) and (payout or award or reward or payoff)	USPAT; EPO; DERWENT	2003/02/12 14:58
-	0	((slot or fruit or poker or (coin adj freed)) adj (device or game or unit)) and (hot near cold) and (payout or award or reward or payoff)	USPAT; EPO; DERWENT	2003/02/12 14:58
-	10	game same (metal adj detector)	USPAT; EPO; DERWENT	2003/02/12 15:21
-	1	"2144644"	EPO	2003/02/13 10:42
-	2	("6183259").PN.	USPAT; US-PGPUB; EPO; DERWENT	2003/02/13 10:50
-	2	("5890906").PN.	USPAT; US-PGPUB; EPO; DERWENT	2003/02/13 14:48
-	20	ASHBURN.XA.	USPAT; US-PGPUB; EPO; DERWENT	2003/02/13 14:54
-	4	ASHBURN and fade	USPAT; US-PGPUB; EPO; DERWENT	2003/02/13 14:55
-	2	("5971855").PN.	USPAT; US-PGPUB; EPO; DERWENT	2003/02/14 09:24
-	2	("6183367").PN.	USPAT; US-PGPUB; EPO; DERWENT	2003/02/14 09:25

-	1046	(463/40-42).CCLS.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/13 14:32
-	0	((463/40-42).CCLS.) and (any with terminal with (act or serve) with (host or server))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/13 14:33
-	30	((463/40-42).CCLS.) and (terminal with (act or serve) with (host or server))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/13 14:36
-	9	463/\$.ccls. and sitrick.in.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/13 16:17
-	2	("5890911").PN.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/13 16:18
-	599211	(video or electronic or arcade or entertainment or amusement) near2 (machine or device or apparatus or system or unit or cabinet or game or method)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:19
-	587277	(video or electronic or arcade) near2 (machine or device or apparatus or system or unit or cabinet or game or method)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 16:21
-	32561	(video or electronic or arcade or computer) near2 (game or gaming)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:02
-	842	((video or electronic or arcade or computer) near2 (game or gaming)) and replay	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 16:23
-	10400	((video or electronic or arcade or computer) near2 (game or gaming)) and (network or internet or WAN or LAN)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:20
-	3762	((((video or electronic or arcade or computer) near2 (game or gaming)) and (network or internet or WAN or LAN)) and ((record\$3 or stor\$3 or sav\$3) with (performance or action or movement or process or conduct or behavior)))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:21
-	951	(((((video or electronic or arcade or computer) near2 (game or gaming)) and (network or internet or WAN or LAN)) and ((record\$3 or stor\$3 or sav\$3) with (performance or action or movement or process or conduct or behavior)))) and ((replay\$3 or repeat\$3 or recreat\$3 or duplicat\$3) with (performance or action or movement or process or conduct or behavior)))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:19
-	402	(((((video or electronic or arcade or computer) near2 (game or gaming)) and (network or internet or WAN or LAN)) and ((record\$3 or stor\$3 or sav\$3) with (performance or action or movement or process or conduct or behavior)))) and ((replay\$3 or repeat\$3 or recreat\$3 or duplicat\$3) with (performance or action or movement or process or conduct or behavior))) and (delay\$3 or latent\$3)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:00
-	15298	(video or electronic or arcade or computer or communication or network or internet or online) near2 (game or gaming).ab.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:02

-	0	((video or electronic or arcade or entertainment or amusement) near2 (machine or device or apparatus or system or unit or cabinet or game or method)) and ((network or internet or WAN or LAN or online) and ((server or host or central or master) with (computer or processor or controller or database)))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:04
-	1099	((video or electronic or arcade or computer or communication or network or internet or online) near2 (game or gaming).ab.) and ((network or internet or WAN or LAN or online) and ((server or host or central or master) with (computer or processor or controller or database)))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:05
-	294	((video or electronic or arcade or computer or communication or network or internet or online) near2 (game or gaming).ab.) and ((network or internet or WAN or LAN or online) and ((server or host or central or master) with (computer or processor or controller or database)))) and ((record\$3 or stor\$3 or sav\$3) with (performance or action or movement or process or conduct or behavior))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:05
-	50	((video or electronic or arcade or computer or communication or network or internet or online) near2 (game or gaming).ab.) and ((network or internet or WAN or LAN or online) and ((server or host or central or master) with (computer or processor or controller or database)))) and ((record\$3 or stor\$3 or sav\$3) with (performance or action or movement or process or conduct or behavior))) and ((replay\$3 or repeat\$3 or recreat\$3 or duplicat\$3) with (performance or action or movement or process or conduct or behavior))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:22
-	12	5547202.URPN.	USPAT	2003/11/14 17:09
-	16	5925843.URPN.	USPAT	2003/11/14 17:14
-	293466	(game or sport or competition or tournament).ab	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:20
-	39912	((game or sport or competition or tournament).ab) and (network or internet or WAN or LAN)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:20
-	13269	((game or sport or competition or tournament).ab) and (network or internet or WAN or LAN)) and ((record\$3 or stor\$3 or sav\$3) with (performance or action or movement or process or conduct or behavior))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:21
-	74	((video or electronic or arcade or computer or communication or network or internet or online) near2 (game or gaming).ab.) and ((network or internet or WAN or LAN or online) and ((server or host or central or master) with (computer or processor or controller or database)))) and ((record\$3 or stor\$3 or sav\$3) with (performance or action or movement or process or conduct or behavior))) and ((replay\$3 or repeat\$3 or recreat\$3 or duplicat\$3 or simulat\$3) with (performance or action or movement or process or conduct or behavior))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:35
-	70	(play with (email or "e-mail") with game)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/15 10:02
-	2	("6179713").PN.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/15 10:02